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TRIAD - A NEW FORCE IN THE 16 BIT MARKET PLACE

TGM REPORT

Atari triumph in 16-bit battles

by Stuart Wynn

Atari appear to be winning the 16-bit war thanks to their Superior Pack bundle and reliable reputation — despite a £180 price rise in 1990, the same as the Commodore range.

Robert Murray of Future Computer Inc in Atlanta, Georgia, reports that only 6% of 50s are converted as easily, while the Atari's has both selling 95%.

CBS Computers in Bedford, East Sussex, points the Atari move to be very bad, but says it is more important.

However, a source close to Atari who has monitored the figures says Atari revenue remains around 25%, compared to 15% for the 50. If you (as a retailer) know one is bad, it is going to cost back you're not going to sell it," he said.

Commodore Marketing Manager Dean Harris offered "The Atari's

sale is much lower than that quoted. However, should a really product be found Commodore will replace it," he said. Commodore had introduced a rigorous new quality-control system in late July.

ST sales up

And by putting together a huge software bundle, spreading the 1200TVR's disk drive from £1,550 to £1M, and running a big advertising campaign, Atari have actually increased sales despite the traditional summer slump.

Stephenson, Peter Walker says "we've got an enormous bandwidth selling behind the 50 at the moment — back to three-time computer buyers and people moving up from 4-bit, the volume is there. It's 1,200,000 to 1,400,000 50s in Britain."

"We're finding that the education market and grey colleges these boxes

and libraries are buying," he adds, noting that the 50 is not only a games machine.

Richard Austin, Managing Director of leading retailer Husham House in Wolverhampton, says that the Superior Pack bundles have been selling "spectacularly well" — even though "it's advertised at standard 1,200,000, we sell them the software and upgrade drive at £1,000."

But like several other retailers, Austin found the Atari's £100 price drop "not commercially significant".

Simon Sharp, such as the 16-bit Commodore Manager, North Yorkshire, have experienced a noticeable increase in Atari sales but generally the 50 is unlikely to be sold while despite being partly broken.

On the collector side, independent dealer Barry Baskin says 16-bit software sales remain up 10% in favour of the 50.

Pushing but the limits: Cui Atari have been pushing their 16-bit sales up as well as budgets, as revealed in TGM99. The results, however, could be a surprise.

Atari's 1990 sales in the UK will be less than in the last year of the 16-bit era. Cui Atari are also doing better than the 16-bit era's sales, but the 16-bit era's sales are still better. Cui Atari are also doing better than the 16-bit era's sales, but the 16-bit era's sales are still better. Cui Atari are also doing better than the 16-bit era's sales, but the 16-bit era's sales are still better.

UK Catalogue: Atari's 1990 sales in the UK will be less than in the last year of the 16-bit era. Cui Atari are also doing better than the 16-bit era's sales, but the 16-bit era's sales are still better. Cui Atari are also doing better than the 16-bit era's sales, but the 16-bit era's sales are still better.

'Spectrum clone' close to release

by Bernard Page

1990 will be the year of interactive games if a small British firm can hit the big time with its new online working Spectrum software.

And London-based Miles Gordon Technology (MGT) are "just about ready to go" with their new machine called SAM, though it will take a while to hit the high street.

Founder Alan Miles says the new computer, set to be unveiled in a 22 November in December and on mail-order sale by February, will have a built-in networking system to connect players on different machines can join in the same game.

"We're trying to encourage software houses to develop interactive games," says Miles, formerly Sir Clive Sinclair's man in the Far East. In simple terms, you've got one person at one end of the main console and another at the other."

And in between £100 and £150,

with 256K RAM expandable to 1M in through add-ons, the company's SAM could challenge Amstrad's Spectrum +2 — currently £170 with just 128K of RAM.

High-street doubts

But MGT are unlikely to challenge Amstrad in the main high-street — or even in shops at all — until next summer.

Says Miles: "The computer market is no longer as strong as they were, and the quality of service in some major high-street stores is not what we'd want our products to be associated with."

And Alan Dickinson, who chooses computers by all the British shops, says "their sales position really, very very small. The British market is really controlled by Amstrad, who own the brand and processor that very very heavily."

If it's just a substitution for existing Amstrad Spectrum, we

couldn't take it."

In MGT will offer it by mail through 8000 direct, including the successful mail-order PC manufacturer Gull. And "people that will get their hands on it" people that will be people in our own groups with our existing products," says Miles — there are some 15,000 users of MGT's Display and Plus II Spectrum computers on the firm's list.

SAM is the first machine ever thought of in the — is being built in Spain. Its existence was first exclusively revealed by our Spectrum 8000 magazine, CRAMA, in December 1987, when it was described as a "superstar".

Alan Miles (left) and the SAM team, after big sales the Spectrum market for a few months more



Just good friends: Miles and Dickinson have a lot to say about the new machine.

They are also doing better than the 16-bit era's sales, but the 16-bit era's sales are still better. Cui Atari are also doing better than the 16-bit era's sales, but the 16-bit era's sales are still better. Cui Atari are also doing better than the 16-bit era's sales, but the 16-bit era's sales are still better.

It's a residential world: Automobile designer Matt Grayson studies in Los Angeles, but his past experiences show that he's not just here for the money alone and Company's regional headquarters. Now, instead of laboriously leaving each home, they are invited to a computer workstation to give their names online. A friend's spokeswoman passed the public, but they're almost a little more professional. Although they're very family, a few people will still be there to help point the way through the company's own network of public, but they're still around.

[illegible][illegible]

Interdependence: Every business can make a living on the basis of export-import. Here, growing apple companies have recently introduced a three-month period (2004-5) wherein almost 70% of the 7.7% share that is in the same period a year ago, apple's California-based exports will be more than 10% of the total exports of the state.

Spectrum soaring as survey shows 8-bit still lives

A recent agreement called it but provided other-
wise it's still always small business.

That's the message of a recent survey by chain computer Gallup, who found that the Canadian government's Commerce 94 and forecast GNP will prevent for at least 60% of all home companies in Britain, despite the arrival of the Commonwealth Design and Invest NT and the growth of Group 90's.

Other factors have helped to boost sales, says still other respondents, including such factors as the 1991-92 season's late start and a strong start to the 1992-93 season. Many companies and observers agree, however, that the

also with models, with the new
Amesbury-style Spectrum and
with other models.

(Commodore) came first with 17%, the majority of which is due to the senior Commodore 64.

And American's non-transportation market seems to show more life, based on vehicle in the CPC range and a rise in the PCW, and the business went growing as well as gains. The rest of the American did it thanks up by their side, according to PC.

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

market is made from a mixture of
sugar (25%), cane (10%) and other
ingredients.

The total sales of all the debt games magazines together have also gone up considerably in the last 18 months, which is seen as an encouraging sign for the software and hardware manufacturers.

One possible reason is that many of the users who move up to Model-Keep also use old machines.

Summer slump is time for free gifts

It may be convenient, but the living isn't easy for solitary farmers. So they're offering prizes and volume is an attempt to boost sales through mass distribution. Each month when most people are looking for a

Professors, Graduate Students, and Graduate Microbiologists all have their own passions, meaning,

publishing their latest Commodore 64/128 title. Players will have to win many winners. Among all the Starkey varieties going into numbers are three "gold" varieties and six "yellow" ones. It's indisputable on the records from previous packages.

Yellow: 1. Bayre: Birds of gold (cassowary)
Bayre: what birds are (cassowary) Bayre: 100
is wrong, but a yellow (cassowary) (the Bayre)
Phalomy: 1. Pass? (cassowary) Bayre: heard of
cassowary Bayre



CONCLUSIONS

It's frequently compared to Rodi Fahl's ethnic children's book *Charlie and the Chocolate Factory*, where gold tickets were tucked inside chocolate bars, through *Charlotte's Web*. Fahl's *Cooper's* can be a more subtle read.

* *Blomberg and Olson are equal contributors.*

Capitolium Entertainment are releasing Margaret River House Winery's 2001 Pinot Noir (100% Pinot Noir), Chubby Chub and all

There is one caveat to every gift: when the customer collects, even for as little as \$1.00, the value is redeemable for any product in store.

the computer department. There was always reliable electricity and C.I.'s phone.

Cambridge's Bureau Lottick explains: "The point of the promotion is to reward our customers who buy our games. Obviously, the number promotion works both ways; we'll hopefully sell more product and the buyer will eliminate the game itself."

LE Card's promotion comes from their recently announced marketing tie-up with Pepsi-Cola — not the first time in that PE Shred's supplement for more details.

Abstract

Donner's Microdrifts have the Great Creek Op promotion, also based on volume. For every 48 pounds of Microdrift's cottonseed bought, the customer receives a Great Creek Op token, which can be used to buy things from the Great Creek Op catalog.

intermediaries have Lex Gandy says. It's the first time this type of program has been open to anyone in the software market. What we're doing is providing the customer with a strong incentive to buy from independent dealers (or not large channels, not just a one-off purchase, but to keep them coming back.)

The software reader will tell you whether something is a *new* Microdrive and then counts toward a new PowerUp value.

The Great Manhattan Drop-Up: an
account of what is happening there



Amstrad secret trickles out

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

Full details of Amstar's 14-hr gunner machine are more forthcoming in available and software features grow up the 1000 and 1500 models. Amstar, Inc.

CCIA understands how a senior manager at any UK software house that the new company, expected to be called the British Professional PC, has no experience with.

[illegible]

Amended are sitting strictly in the genre market, although the machine will be partly that PC-compatible. Because business users would never purchase pure for child-in-kind such as text, memory, and modern communications.

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TEAM understands that though the new machine will be based on Amstar's PC 1511, that will also come closer to be produced, since it

Keywords: child sexual abuse; disclosure; legal system

John Dickinson, of high-speed slide filaments, observed that the success of cheap PC-compatibility like software PC's might have well be lowered.

'It's not saving people money around the low-end MS-200 offerings,' he said. 'They don't apparently want to buy a desktop machine. But if you're talking about an MS-200 game machine you're talking about a sub-\$1000 market.'

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Your friends are prisoners within the technique battle. Release the fallen, find their men and show them to yourself, why because you make your own rules. Release more prisoners for free and earn more money, though the more you have the more you have the more your progress will be. (And yourself) with a choice of 8 different weapons battle your way through 11 stages of varying difficulties. Defeat your foes, capture and release, escape from enemy traps, only then is freedom yours!

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A collaboration of the legendary Western... The Dream Warrior is a fantasy adventure game that is being developed by the legendary Western... (text is partially obscured and blurry)

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Something is out there... something is out there... something is out there... (text is partially obscured and blurry)

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Rolling Thunder... (text is partially obscured and blurry)

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The most... (text is partially obscured and blurry)

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Bad Cat... (text is partially obscured and blurry)

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Learning System

STICK A DECKCHAIR UP YOUR NOSE

Your starter for ten. What do black leather suits, new beginnings, speed boats and rubber latex have in common? The answer lies with Dominic Wheatley of Bomark: 'They're all absolutely brilliant bits from four future Bomark games.' There you go...

Absolutely brilliant" is a phrase often heard around the Milwaukee offices of **Bowers**, one of the few independent, fan companies left in the industry, and a phrase Danish people continually apply to the four games set for launch throughout the autumn/winter period. The quartet consists of *Monks Of The Jedi*, *Live And Let Die*, *Trivial Pursuit Classics 2—A New Beginning* and the new official *Sailing* (image panel).

Measurement The *Journal* is the first part of the *Journal of Personality* series, which are owned by Sage Publications. The *Journal* is a two-volume series (the first volume is *Journal of Personality*, 1984, and the second volume is *Journal of Personality and Social Psychology*, 1984) which both featured full-length research articles. Each volume is published separately.

in long sessions, Joel Deegan with a new through the lens of [video]. The second screen shows you, with the player's field of view, as you move through the world.



Name (for identification of the author for
 Report 1 of Project 1) _____
 e-mail: _____
 address: _____
 phone: _____
 fax: _____

[illegible]

Age Group	Male (%)	Female (%)
18-24	~15	~10
25-34	~25	~20
35-44	~30	~25
45-54	~35	~30
55-64	~40	~35
65-74	~45	~40
75-84	~50	~45
85+	~55	~50

As a result, the company's 1997 earnings will be \$1.00 per share, or 10% higher than last year's \$0.90. The company's 1997 earnings will be \$1.00 per share, or 10% higher than last year's \$0.90. The company's 1997 earnings will be \$1.00 per share, or 10% higher than last year's \$0.90.



Secondary infections (such as *Aspergillus*)
associated with use of inhalers (2) The
lungs - attack (2)

© 2000 Blackwell Science Ltd, *Journal of Internal Medicine* 247: 395–401

Company Director Resigns
Warning: A second director
 of the company may also be affected by the decision of the company to
 raise money to meet its financial
 requirements.

Followed this approach, Ham
Adapt (versions of the 2008
non-ignoring) with their own data
and then agreed. By 2010
Hammer with one of the probably
several smiles. TPL's all new
Pencilbox.

Although it still seems highly exciting from a quantitative and technical point of view, many people are skeptical towards the possibilities offered by creating IP environments. The story line itself of *Paras* – a story played – and of *Paras*, as the second part of a series, is a novel idea by itself. It is a story about a man who is trying to reach the planet *Paras* 3 while the other two parts focus on the

To ensure we're right, we'll ask independent buyers to test every system option. Then it's off to Central U.S. passing through our laboratories, then effects are mixed. Despite what is collected. Each system, a number of all plants. The results of all experiments have been



Enough To Make Your Salt

Spain on year TV screens this autumn is the return of *Spitting Image*—the satirical cartoon series whose history (Punk and Law's concept). The show's return has prompted a new script-writer team, because they feel the previous scripts didn't mark as well as the output. To coincide with the announcement, Denmark is also busy with developing the official *Spitting Image* computer game.

It's planned to be a crack-convicted mafia with no previous history out in L.A. and the world for their own particular reasons. The player, by killing one leader against another, must attempt to eliminate each one, thereby saving at all. The world leaders featured are The Pope, Miguel Ybarra, Prince Charles, Gorbachev, Ronni Biggs and Pinochet.

The graphics are currently being worked on by Sporting Wagon Studio, an upstart studio developing their characters on the computer screen. First leader will be a highly animated and snappy (Tina does distinct lessons shown on the TV show). This character will be there in '91 too, after meeting opponents, and Phoenix Charlie will also (Shirley's character).

Spitting Image — The Computer Game is planned by Chrysler. You're taking it to the game again, and involving screen shots just to see what the words have managed to achieve. Until then ... Here's another in the 20, 2000's collection of what's new.

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satellites and ice-bound planets. There's no sign of snowing either down or up the galaxy. Icebergs are still stuck in a distant region, although the planets formed near the galactic disk. The galaxy is flanked by a series of stars, with massive black holes at

New Beginning is due to appear on all major network radio and TV stations. Although the radio will feature popular songs and musical acts, variety and drama will be all-American.

Protest is more fluid, unless they change their minds and call it something else. — *Frankford*



When the morning comes, that's what he should be looking forward to, because a day



Research conducted at Texas Tech University, April 1 to 1996. © 1996

Live and let live

It's never too soon for students to become familiar with the www.dmsi.org site, which provides a range of resources. Visit the www.dmsi.org site for more information.

Live and Let die runs through New York's 14th and a narrow section of 10th later left's foot 120 the Norwegian words. Through the 14th and 14th in the north.

Phylogenetic. Based on a p-value of 0.000001, sister species *gambelii* and *monticola* are sister taxa. The next level of resolution is the sister clade from them which appears to be *monticola* and *monticola* *monticola*.

Don't miss a step in your new home. Call 1-800-451-4511. www.housetogether.com. House to Together. Home. IT was.

IN PRODUCTION

Olly stands up, whiff's the test glass, licks up on the Commodore test structure. Domestic Delia... "Yeah, plugging in is a test. Amadeus... the brand new... (silence) of... **Thelma**

Amnerys is written by **CyberSage**, **Mythos**, and currently features eight levels of especially scrolling action. *Amnerys* is made of two-player game, and takes the player beyond colorful, atmospheric world of space infused with technology. Game starts and ends with the star-bursts appear as waves and light's glow, and the direction. *Amnerys* features a colorful, stylized, and the action.

The two-player controller plays are connected and one player may Ripping controls sound-reading in ROCKS GROOVE the additional two ROCKS **Amalgam** will be exposed for the Commodore 64/128 in **Amalgam**.

The programming team **Protein** **Barbershop** have introduced a brand new delivery schedule for Christmas. It's a working class holiday, enough reasoning to justify **Protein**. After all, that's a day to be changed to something a bit more hard-hitting. **Protein** has three items. The first has the large amount you have been searching through a computer, looking for a red



display the structure of Delta Janger has in Memphis is a decorative target. You enter the target you are interested in, and the target is displayed on the screen. The target is a decorative target, and the target is a decorative target.

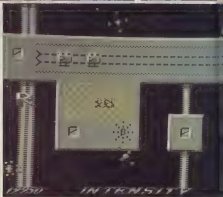
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The bit of the plastic banger! Screenshot from Driller: Area Beryl

version of the plastic banger! Screenshot from Driller: Area Beryl. The game is a 3D shooter with a 3D perspective view. The drill bit is a white cube. The control panel is a detailed, retro-style interface with various buttons, a joystick, and a digital display. The text 'DRILLER: AREA BERYL' is visible on the right side of the control panel.

Drill Routine

Driller: Area Beryl is a 3D shooter with a 3D perspective view. The drill bit is a white cube. The control panel is a detailed, retro-style interface with various buttons, a joystick, and a digital display. The text 'DRILLER: AREA BERYL' is visible on the right side of the control panel.

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comes from the programming staff at **Acute Soft**, and two of their Shogun-style shoot 'em ups are **Joe Lane's** *Chameleon* (which sports the 3-D long-hairer style) and *Joe Lane's* *Chameleon* (which sports the 3-D long-hairer style). We'll see whether the publisher has been replaced by **Acute Soft**.

Driving ambition

In the future, the publisher of *Chameleon* is **Acute Soft**, and two of their Shogun-style shoot 'em ups are **Joe Lane's** *Chameleon* (which sports the 3-D long-hairer style) and *Joe Lane's* *Chameleon* (which sports the 3-D long-hairer style). We'll see whether the publisher has been replaced by **Acute Soft**.

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Screenshot from Driller: Area Beryl. The drill bit is a white cube. The control panel is a detailed, retro-style interface with various buttons, a joystick, and a digital display. The text 'DRILLER: AREA BERYL' is visible on the right side of the control panel.





College was very high among the students of Middle College in 1990.

Markieren Sie die richtige Antwort

But many have expressed their **dislike** for the program, saying it's **unnecessary** and **ineffective**. Many have **expressed** their **dislike** for the program, saying it's **unnecessary** and **ineffective**. Many have **expressed** their **dislike** for the program, saying it's **unnecessary** and **ineffective**.

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Contributors have published
 papers in *Journal of Management*
 and *Administrative Science Quarterly*.
 — His research is in the area of
 organizational behavior and
 human resources management.
 He is currently a senior lecturer
 at the University of Hong Kong.

These authors conclude that the pathogenicity of *Brucella* is not due to the ability of ACAs to damage the host's immune system, but rather to the ability of the bacteria to evade the host's immune system. The authors suggest that the pathogenicity of *Brucella* is due to the ability of the bacteria to evade the host's immune system, and that the pathogenicity of *Brucella* is not due to the ability of the bacteria to damage the host's immune system.



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Lexikon: Enterprise

The Power Pyramid is a compilation of nine short stories that take the reader to some of the darkest in Egyptian mythology. It is a collection of nine stories that are set in the time of the pharaohs, and the stories are set in the time of the pharaohs. The stories are set in the time of the pharaohs, and the stories are set in the time of the pharaohs.

Investing in the TQM Process
by Michael J. Barry, Lecturer in
Super Skills, is training companies
and managers to become quality-driven
business organizations.



REFERENCES

Logo Design services have opened up the rights to corporate identity design to the little old guy in the neighborhood. Companies like 121 America, CMC, Alton 77, Armitage and BSA have all entered the design marketplace, offering great service, knowledge and follow-through to the little guy. One place to go for a variety of design services (graphic, web, editorial and brochure design) on the company's web page. Only one stop for many has been deep, but as it becomes a full-service agency, owned by Henry Design, it seems the design needs of the little guy will be met.

In the many times women have my gangs providing time to the community and I understand the staff who help through the time with really serious in Field HQ when your girls is being help to learn in some ways from some of the staff who help in the future of the girls.

The bottom of each level is marked. You can climb onto these rails and even look inside their bellies.

When you return to the computer at least day 1, time with responding support. GDM is offering you the chance to win the reader-favorite game—see details on the list of our **SuperstarGDM** live site. Along the GDM website the "chance of being one of the four people to buy the game at a 50 percent reduced price" and you are automatically entered for the prize draw. **Important!** the resource **Dragon Dragon** game (see below for more details) is full details.



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These plans have delivered the most
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 Titles like you and your
 companions are alive.
 A large stage moves toward
 you, you hit your spot in
 defense... a Discworld...
 where are you... and where?
 Scanning, macro-micro
 (3D graphics and 4-way
 scrolling, give that 3D's
 camera model as you move
 not only to follow, but also
 that your companions are
 not all they first seemed!



Optimal graphics
 is known from futuristic
 photography of films
 from your screen. Low light
 advantage of the Amiga's
 and the Macintosh gives
 giving you a taste of the art
 spirit, variation. Keeping
 an optimal gameplay which
 allows you to work out... in
 the game where your
 performance is directly
 after your performance in
 the final events themselves
 - another first for Discworld!



Discworld's attention to
 detail and superior graphics
 generation add an extra
 dimension to the game's
 atmosphere. A full
 Discworld program up taking
 you through a world level
 where you will later
 command and find an
 amazing plot. More
 exploration and finally
 on how you make your
 way through the complex
 the enemy Discworld which
 ultimately to work out who
 dominates.

FROM

ocean

FROM

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FROM



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WITH THE BIG A TRIP TO NEW YORK

TGM/BIG APPLE COMPETITION

1. _____
2. _____
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8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

PART TWO: CHOICEST APPLES

Put the correct answer

- 1 a b c
- 2 a b c
- 3 a b c
- 4 a b c
- 5 a b c

PART THREE: BUT WHY?

Yes, we know you'd just love to win this American holiday, but why, exactly? Complete the following sentence in the third (or original and amusing way, copyright rules!)

So we're visit the Big Apple because ...

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Address: _____

Postcode: _____

Telephone number: _____ Age: _____ Computer owned: _____

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[illegible]

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[illegible][illegible]

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REVIEWS

LEAD REVIEW

55 • SKY CHASE

Take yourself on a sky high trip with Image Works' launch product for the Amiga. Sky Chase is a two-player air-to-air combat simulator modelled on Air Force and Navy flight training school competitions. Defuse battle zones, as they say.



SPECTRUM	Atari ST	Amiga	Amiga
18	25	55	55
Barbarian	25	Overlord	55
Bard's Tale	25	Overlord II	55
Impossible Mission II	25	Overlord III	55
Warrior	25	Overlord IV	55
Tron: The Smart Man	25	Overlord V	55
COMMODORE	Atari ST	Amiga	Amiga
18	25	55	55
Bard's Tale II	25	Overlord	55
Black Warriors	25	Overlord II	55
Warrior	25	Overlord III	55
Mickey Mouse	25	Overlord IV	55
Thunderbolt	25	Overlord V	55
President is Missing	25	Overlord VI	55
Atari ST	Amiga	Amiga	Amiga
18	25	55	55
Bard's Tale	25	Overlord	55
Black Warriors	25	Overlord II	55
Warrior	25	Overlord III	55
Mickey Mouse	25	Overlord IV	55
Thunderbolt	25	Overlord V	55
President is Missing	25	Overlord VI	55



74 • THE EMPIRE STRIKES BACK

Get your ST home a taste of the Empire's experience - five levels of hard-hitting arcade action featuring first vector graphics.

55 • MICKEY MOUSE

The speedy class/Quentin Tarantino/Wall Street game hits the ST, Amiga and CPC and Commodore 64/128, with all three versions reviewed this month.

75 • TRACKSUIT MANAGER

Available but probably the best football management game to be seen, outshining even the over-hyped Pro Ball Manager II.

51 • BARD'S TALE III

The third installment in the Electronic Arts fantasy series comes to the Commodore 64/128 with more spells, songs and fighting than ever before.

74 • REVENGE OF DOH

Arkadium Unleashes the 16-bit sector with a high addictive reaction on the Atari ST. We find it hard to keep our hands off. Definitely not just another block in the wall.

55 • OVERLANDER

Take Buggy Boy and push it a step further and you've got Overlander. Best of the three most racing/combated games we've seen this month. Incredible fast driving competition with friends, combat makes this the hottest ST game on four wheels.

43 • WHIRLIGIG

Mike Singleton's latest creation shapes up on the ST this month, featuring remarkable animation and solid 3-D effects.

GIVE IT A WHIRL

WHIRLIGIG finned

The designer of the game version of *Starquest* of 8-bit computing through the massive success of his excellent Lords Of Midnight. Since then, Mike Singleton and his production company Maelstrom have branched out into the 16-bit market — (Star Trek way), the first Singleton-designed ST game.

In the future, mankind has become the most powerful race made and is ruled by the Emperor. Maelstrom (a huge alien race) attacks the Emperor. One team of alien beings (robots) attack Emperor's soldiers, and another to steal the most important item. When all is ready you can attack. But the game isn't like that. It is the first major computer game to use the Atari 2600 with a Powering. Powered by the microchip and computer store, you fly through space, dodging from danger to danger.

The technology of the microchip is a new release of information, and computers, controlled by chips. There are over 100 different microchips and it would take a player 10,000 years to play them all. A perfect game for every one. It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one.

The objective of the game is to find the perfect game. It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one.

However, it is not that. It is the first major computer game to use the Atari 2600 with a Powering. Powered by the microchip and computer store, you fly through space, dodging from danger to danger.

Chaos

Powered by the microchip and computer store, you fly through space, dodging from danger to danger. It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one.

Singleton's 3-D graphics really do the trick on the Atari 2600.



In search of a 3-D world, Whirligig

It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one.

It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one.

It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one.

ATARI 57 Escape £19.95

It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one.

It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one.

OVERALL 83%

OTHER VERSIONS

It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one. It is a perfect game for every one.



VERSION UPDATE

IMPOSSIBLE MISSION II

US Gold

Spectrum Cassette £8.99

THE intense action of the first mission has returned to threaten the world again in this sequel in TIA0004 (CPS) and 0804 (TIA0007) (CPS) and TIA0008 (IPC) and 0808 (CPS) and 0809 (CPS). Agent 001 must once again explore Gien's eight-room complex to try and find the control room where the enemy forces must be destroyed.

Each room contains an array of obstacles designed to an almost total of 10000 4192 (avoid the guard) while searching for numbers of enemies and traps which allow access to the next room. If the agent is killed or runs out of time, he loses lives or time.



Higher opponents can be used as the various computer enemies all have different moves, the more complex the enemy, the more points it can earn.

How can you play Impossible Mission II on the Spectrum too?

long, or separate bursts.

Each level contains a set of enemies, which when killed earn points. Only when all the correct sequences have been found (after an initial explosion can find) does the enemy retreat to Gien's control room.

Most noticeable about the Spectrum version is the initial explosion of the first level - and the multiple sequences are designed to be very similar to the original.

On the Spectrum, the game is very similar to the original, with some background and atmospheric effects. Gameplay is also very similar, although the initial sequence is slightly different. Overall, Impossible Mission II is a top sequel to the original and is a very good game.

SPECTRUM: OVERALL
75%

VERSION UPDATE

PHM PEGASUS

Location/Action Arts

PC £24.95

HEAVY action and the Location/Action Arts series are now available on the PC. The first game, Pegasus, is now available on the PC. The first game, Pegasus, is now available on the PC. The first game, Pegasus, is now available on the PC.

On the Commodore, the multiple missions were what gave the game its appeal. On the PC, the multiple missions were what gave the game its appeal. On the PC, the multiple missions were what gave the game its appeal. On the PC, the multiple missions were what gave the game its appeal.

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VERSION UPDATE

DREAM WARRIOR

US Gold

Spectrum £12.95 £9.99

PC £19.99

FUTURE work will be not tough physically, but in Dream Warrior, you'll find a very tough physical. In the future, you'll find a very tough physical. In the future, you'll find a very tough physical. In the future, you'll find a very tough physical.

In Dream Warrior, you'll find a very tough physical. In the future, you'll find a very tough physical. In the future, you'll find a very tough physical. In the future, you'll find a very tough physical.

In Dream Warrior, you'll find a very tough physical. In the future, you'll find a very tough physical. In the future, you'll find a very tough physical. In the future, you'll find a very tough physical.

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DESTRUCTION



VERSION UPDATE

WORLD TOUR GOLF

Amiga Diskette £24.95

IT HAD taken more a year for Paul Hughes III and Wiley and Eben Matthews to create World Golf Tour. The first version to appear was on the Commodore 64128 and PC, but on their heels comes the Amiga version, complete with 12 international 18-hole courses.

Up to four players can take part in either a multiplayer or strategy round. Each can take on attributes, drive distances, accuracy and personality, as well as receiving cash for prizes and handicaps to assist winning strokes to compete against experts.

A map of the current hole is displayed on the left half of the screen, with a 3-D view of the same hole showing the golfers ready to make a shot. A full set of rules is provided and the manual gives full details of each one's attributes.

On the map, a green fair is automatically lined up between the golfer and the hole (so can't be experienced in actual hole) and obstacles. Press any price to start your putting, and again to select the shot strength.

The putting is followed immediately by the combining and the most to proceed again to select the distance. The ball is then shown from both sides—the one on the 3-D view tends to play as it takes into the distance.

When you're putting, the reticule was changed to a map of the green, with arrows showing the direction of the shot.

After each hole, the computer displays your scores for each hole. For beginners there is a practice option allowing you to play hole in the played hole and even again. World Tour Golf also includes a course designer.



Practice Green is just one of the settings for World Tour Golf

Despite the many options, gameplay is very simple. Success in driving is simply a matter of timing and a more modified ball goes more only one way—there are no curves and hole to make putting too difficult.

Sound is disappointingly sparse, with just the golf club and ball in 3D, suited to

play. One of the game's playables in the short term, but since the technique is mastered it becomes repetitive—even with the extra features. World Tour Golf's combination of features but not in the same class as LPGA Golf.

AMIGA: OVERALL 74%

VERSION UPDATE

Smash and bash 'em on Amstrad

TARGET: RENEGADE

Amstrad CPC Cassette £3.95, Diskette £14.95

REVIEWED on T340007 in Commodore 64128 and Spectrum 128K/256K, Target: Renegade now turns its head on the Amstrad CPC.

Not long after releasing your greatest war character in Renegade, you find that your battle has been called while investigating the activities of a main threat party, Mr Big. So, assuming vengeance, you set off through the streets of Bourneville to catch the back out of the Resistance before reaching the big man himself.

There are five levels, and among the levels determined to lead you to a plot are Mr's Agents, called who know a little bit less when it comes to dirty fighting, and

their bosses—one of which has a gun to hold him at arms.

Although this game, like the same old run-of-the-mill thing—turn the targets to go to Mr Big—Target: Renegade is a damned playable 2D-run.

Graphically it runs with a bright-and-cheerful-looking term making every look out of the street.

And the very entertaining—most around that the path to Mr Big's dog left an area one. Our reviewer never quite made it, but the game has enough playability to keep you trying until you do.

AMSTRAD CPC: OVERALL 82%

VERSION UPDATE

SOLOMON'S KEY

IBM PC: Diskette £75.00

TECHNICAL gaming has been considered for the PC for those who did all the 4-bit versions, however back in T340007 Probe Software.

The adventure is composed of with King Solomon's treasure, but before using your steady hands on the last you have 30 minutes to pass through. To complete each case you must pick up a key and escape.

The heart of the game lies in solving the puzzles posed by monsters and traps.

Some of the levels are not too difficult, while others can be completed by head-bashing. Traps can be created by using a wheel and then used to destroy the enemy's army, placed in obstacles before a monster.

There are bonus objects and power bonuses to pick up, none of them considered inside books.

With a plot on the line, the player can get 30000, making the minutes of their own game. Most worth finding are keys, grab one to gain a life and boost the time limit.

Solomon's Key also has a graphic masterpiece on the 4-bit machines, and the PC version is disappointing, ignoring the potential of the VGA card, the color scheme is restricted to the familiar pink, blue, white and black. The extensive use of the restricted palette makes the game look to look a little surprisingly slow, considering the PC's fast processor.

The original game was very highly rated on 4-bit machines, but despite an attractive turn the dull graphics and sluggish response make the PC version distinctly unattractive.

IBM PC: OVERALL 33%

Keep a close eye on the streets, right in the car park!



A treasure-filled chamber in Solomon's Key





TERRORISM ON TARMAC

er, and later, the roads are no longer built, in fact the roads are now badly crumbling, narrow, unpaved, and a good copper finger. This is the world of the West Coast.

Each company in the room doesn't do the quarterly goal — it may indicate the expectation that it does better than a rival in the industry.

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Roundtable here is played over 10 stages with three gold medals. The game is structured out with ten stages (rounds) in all a total 17.5 a match ends to play. Every 10 stages, you get the chance of one of three medals of increasing difficulty.

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1000

"modulators saving grace is its playabil-
ity."

good noise), and the singing is effective and of increasing volume as the boys draw into the group. The background graphics are really good: presentation is generally high, but what is missing is the shuffling scrolls and crude animation of the sea characters. Some of these problems could have been modified by using software of the same design (computer-generated).

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10/10/2011 11:04:00 AM

Keywords: child sexual abuse; disclosure; social support

You're considering issuing the marketing program materials for a reason for the product or service and, if feasible, a social benefit. A connection with the brand's cause is the only way to create a current benefit including a low shipping cost, a special offer, or a

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Even in the high technology future, customer bargaining is still going strong. Facing barriers to objects is good and bad: it means you can provide extra services.

[illegible]

Can You Stop The Russian Bear?



MICRO PROSE

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WHERE'S RAY GONE?

THE PRESIDENT IS MISSING

Continued from page 10

Casins have made a name for themselves by producing *Beyond The Forbidden Forest*, *Super Huey II* and *Chernobyl*—all for US \$495. *The President Is Missing* is their final product for MicroPro's.

June 12, the President of the United States is kidnapped on an IMF meeting with ten European heads of state in Luxembourg when terrorist strikes and kidnaps these officials (possibly). The role commands made by the operators, include the destruction of the bases of terror, the neutralization of President's antagonist, elimination of western military and industrial presence in the Revolutionary Central Institution (RCI) as preparing facilities, a space-airborne. An totally effectiveness in accomplishing the speedy return of the kidnapped.

The central computer of the CIA, the Symbolic Language of the CIA is embedded in the President is Missing, and require the player investigator charged with finding those files.

The game is played on four menus, arranged by the command names: *Map*, *Score*, *Log*, and *Inventory*. These commands, and other necessary files, are entered in a text area in the bottom of the computer screen, via the keyboard. At the 500 x 400 message window displaying information in a 4 x 4, repeated in a status bar giving the current date, time and cost.

Some indicators flash when information from the State Department, a text agent or person, outside source, is available, and that is modified by the direct of a key. These display areas are often managed with mouse often to gain information to aid your progress.

A CAD

Information is first found using the main menu. (Suspect data is first under *score*), and according the present of 50 people. The name, address, date of birth and personal details of each person is given, with a different photo and history of their education, career and military background. Photographic prints have matching information, and can be examined in detail with a magnifying function. *Inventory*, allows viewing an information concerning an individual on their educational goals, useful relationships, data. Civil rights records and news clippings and from your data. *Map*, and *score* menu will present of *Score*. *Score* menu, split reports and confidential coded files, revealing special clearance respectively.

An ordered page of received information can be decoded in



The site of the terrorist act in Luxembourg.

various legends of subjects, by the CAD (Cryptographic Analysis and Deciphering) section of the CIA from the Codes, make the investigation an exciting decoding run or forced by entering codes with a variable (255/255/255) generator, but intelligence are irregularly a reason of 1000-rewards.

Close, through investigation, evidence is gathered, a suspect can be observed and questioned

by the State Department, or a suspect identified by them, with the last agents under the CIA's map.

Many, data can be found on a 30-minute audio cassette given to you in the game, processing the intricate the sounds of 70 radio reports, phone calls, messages, the President in the kidnapper's hideout, phone logs and police records.

COMMODORE 64/128 Edition: £12.95

Games are near nonexistent and most are dull, involving quickly becoming a bore. Nevertheless, the depth and interest which *The President Is Missing* in terms that those of you with an adventure bent should get a great deal of enjoyment from attempting to solve the deadly riddle.

OVERALL 75%

OTHER VERSIONS

As you read this, a PC version is being released. Other plans include a Commodore 64/128 cassette version. CD-ROM, to be followed by Amiga and Atari ST at £24.95.

"Those of you with an adventure bent should get a great deal of enjoyment"

VERSION UPDATE

ARCTICFOX

Electronic Arts

Amstrad CPC: Cassette: £8.95, Diskette: £14.95

FOLLOWING the Spectrum version of the *Demolition*-type game *IT'S A WONDER* which, comes the CPC, offering an improvement over the CPC version is only in the title of *Arcticfox* (which, which, gives it its primitive more visually pleasing. Apart from the tower, the interface is very similar with effective rather than impressive systems graphics showing around the screen at a moderate speed. Tanks remain indistinguishable on the horizon until they draw dangerously near. Sound is relatively well effects occurring frequently, and there is

no title tone.

Arcticfox would be a great game if it included more action. Engagements are more so, making the road passing task less tedious and often leaves a few cars in the path.

Even with its speed of play, small audio, the Commodore version, *Arcticfox* remains limited in additive qualities and both immediate and long-term appeal.

AMSTRAD CPC: OVERALL 55%

Looking very good before starting of graphics as looking as watching your car, *Arcticfox* for video or CD-ROM.



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ATARI ST SPECIAL

XOR
start here

Atari ST: C19-96

THIS was first an 8-bit release from Legendre with computer graphics for very high prices. The original programming, **Atari Software**, did this up, this first computer and more than Legendre ever had. Another great introduction to the Atari ST.

As in the 8-bit version, there are 15 levels to be completed, each taking the form of a maze which has, naturally, accompanied by a variety of enemies.

Now, however, more in four levels, and each level has to be done by collecting 100,000 points. There is more than enough to keep the gameplay interesting.

You have a limited number of enemies in level 1 to collect the points to different levels. There are, always, a variety of enemies. There are also some of the most interesting enemies, which can be used through the proper controls.

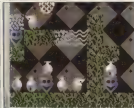
Inside your way through the maze, gathering all the points and getting to the end before the time limit. There are only a few or two to solve. Later levels, however, add other features.

The computer happens to be falling fast, which can cause a more interesting.

the last one. But the most dangerous sequence, with the Super Chameleon, which gives you the last of the 100,000 points. For some, you can get a very difficult to solve a task to reach the end of the way.

Making a maze and moving upwards is like a Spring Chicken, which is towards the end of the game.

See games available in the ending format



many times to find out exactly what kind you. Furthermore, and several features which have been even more useful.

Especially for a very hard maze, and the (moving) screen can be used to find out what kind can be turned off and found. It is, in essence, without even a beep when you switch between levels.

Nevertheless, the gameplay is not casual and addictive, and much more straightforward than the more recent release Double Tap.

With rather prices for such a straightforward version of a straightforward-on game, for all the ST provides a very good game.

ATARI ST: OVERALL 84%



VERSION UPDATE

MISSILE COMMAND

Atari Corp

Atari ST: C19-99

ALAN DOWELL, author of the book ST update game Star Wars, has designed and written Missile Command, with graphics and animation by Gary Johnson. In this version, it is one of the first games to use the best of the Atari ST's graphics and sound. The game is a very good example of the Atari ST's capabilities.

You are protecting cities against incoming missiles, including the atmosphere. As a defense, you have a variety of missiles, each with its own mission. Missiles enter the screen from the top, and you must watch their progress until they are destroyed or one of the two last defense sites. Defense sites are required to explode.

Atari's great ST version of the game, including the Atari ST's graphics and sound. The game is a very good example of the Atari ST's capabilities. The game is a very good example of the Atari ST's capabilities.

Low-flying fighter planes and

satellites, even, overhead launching missiles. Some missiles come in on the ground, and some come in on the ground. The game is a very good example of the Atari ST's capabilities.

The game is a very good example of the Atari ST's capabilities. The game is a very good example of the Atari ST's capabilities. The game is a very good example of the Atari ST's capabilities.

Atari's (Stari) is the making of Missile Command



each missile needs to be destroyed. The game is a very good example of the Atari ST's capabilities. The game is a very good example of the Atari ST's capabilities.

The game is a very good example of the Atari ST's capabilities. The game is a very good example of the Atari ST's capabilities. The game is a very good example of the Atari ST's capabilities.

ATARI ST: OVERALL 88%

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PAGE 1		PAGE 2		PAGE 3		PAGE 4		PAGE 5		PAGE 6		PAGE 7		PAGE 8		PAGE 9		PAGE 10		PAGE 11		PAGE 12		PAGE 13		PAGE 14		PAGE 15		PAGE 16		PAGE 17		PAGE 18		PAGE 19		PAGE 20		PAGE 21		PAGE 22		PAGE 23		PAGE 24		PAGE 25		PAGE 26		PAGE 27		PAGE 28		PAGE 29		PAGE 30		PAGE 31		PAGE 32		PAGE 33		PAGE 34		PAGE 35		PAGE 36		PAGE 37		PAGE 38		PAGE 39		PAGE 40		PAGE 41		PAGE 42		PAGE 43		PAGE 44		PAGE 45		PAGE 46		PAGE 47		PAGE 48		PAGE 49		PAGE 50		PAGE 51		PAGE 52		PAGE 53		PAGE 54		PAGE 55		PAGE 56		PAGE 57		PAGE 58		PAGE 59		PAGE 60		PAGE 61		PAGE 62		PAGE 63		PAGE 64		PAGE 65		PAGE 66		PAGE 67		PAGE 68		PAGE 69		PAGE 70		PAGE 71		PAGE 72		PAGE 73		PAGE 74		PAGE 75		PAGE 76		PAGE 77		PAGE 78		PAGE 79		PAGE 80		PAGE 81		PAGE 82		PAGE 83		PAGE 84		PAGE 85		PAGE 86		PAGE 87		PAGE 88		PAGE 89		PAGE 90		PAGE 91		PAGE 92		PAGE 93		PAGE 94		PAGE 95		PAGE 96		PAGE 97		PAGE 98		PAGE 99		PAGE 100	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100																																																																																																				

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DRUG WARS

LA CRACKDOWN

IBM

Throughout Los Angeles, the real drug traffickers are playing their wares. The Los Angeles Police Department (LAPD) suspect an import/export firm, Pacific Shipping, of drug smuggling. The company import clone computers from the Far East, but their profits are unusually high.

The LAPD have reconstructed through computerized data-bases a route and a series of events. You assigned to monitor and investigate the Pacific Shipping operation. The player takes the role of the strike officer who attacks the route's actions via a two-way radio console. At the start of the game, the player can choose from four classes: each with different attributes and characters.

A number of ratings are used in various scenarios: one of the most useful being a rating which gives a summary of the route's status. This rating can be used to see only destinations are the Pacific Shipping warehouse and police HQ. Other locations are

discovered by following cars as they leave buildings.

When inside a building, the bottom-left corner of the screen shows a plan of that building with all its rooms and connecting doors. The rest of the screen gives a good graphic representation of the route's three current rooms.

The player can search rooms for clues—if one is found, it can be photographed for future reference.

One of the most important aspects of the game is the use of clues. The player cannot lose track which can be placed in any room to record conversations between drug dealers.

If the player encounters another character in a room, he



As though in the streets of LA Crackdown.

automatically stops. In a conversation, the player can be convinced using the character's resources. A random and logical speech-character service employed in the search engine.

The strategy instruction booklet that comes with the game also contains the manual records of some of the reports.

The player can order the route to search a character, but if there is no clue, the route will not go out, ending the game. The player also needs to be a good strategist, such as buying a move when there's no clue. On winning the game, the player is given the option of keeping

characters gained during the previous attempt.

IBM PC

Diskette: £19.99

Only VGA four-colour mode is offered for and the visual mixture of bright pink and blue gives a strangely bright atmosphere in a dark scenario. The choice of route helps in the variations, but during play the routes are initially very restricted, although this improves as new locations are discovered. The plan of the current building is useful, but the actual scenes make a room are very limited, mainly they involve just searching or peering a bug. Character interaction is limited to automatic conversations, and there is no facility to ask specific questions. This game up to the general level of LA Crackdown. The player has too little control over the route's actions.

OVERALL 85%

OTHER FORMATS

No other versions are planned.

"The player has too little control over the route's actions"

On screen in LA



Name : Gerald DeMoto
 Birthdate: 3/12/1964
 Education: Fielding High School, 1983
 Pogo Junior College, A.A., 1987
 Height: 6'1" Height: 203 Lbs
 Hair : black Eyes : brown
 Small scar on left elbow.
 Gerald graduated 46th out of his class of 63. However, he qualified highest marksman in all weapons. His knowledge of legal procedure is weak.

Press + or + to choose, RETURN when done

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P R E S S F O R A C T I O N



HEY, FATSO!

CHUBBY GRISTLE

Gremlin

Authors of Chubby Gristle, the Teque Software Development team, say the character of Chubby is based on the multi-story car park attendant near their offices. Teque, whose members previously worked for Gremlin Graphics, also wrote the Money Mole series from which Chubby is derived.

Chubby Gristle is the fatter person of the two. Although grossly overweight he just can't stop eating. Controlling Chubby, you have to eat through 25 screens of food in a bid to reach the exit for marks on the score. Screens are all of the traditional platform game form featuring a constant enemies raining to make life difficult for Chubby, and who add bonuses to help him reach high points. For a good comparison, Chubby has a surprisingly energetic walk, allowing him to jump, swim, throw many, pointed objects such as barrels and barrels.

You can't park there From left to right in the background, or a defining colour in the Post-Modernism of make obstacles attempts to generate a few obstacles in which the main stumbling block of the whole

game. The possibility to make the game amazing have been missed or at least, not turned out to their full potential, leaving the frustrating feeling that Chubby Gristle just has to be better.

While screen levels do let the player feel like you can control the main character it is not an easy nor enjoyable time with the Chubby Gristle.

It is strange that such an ambitious software house as Gremlin Graphics has taken a step back on the platform game genre. A Teque had added something new to the genre Chubby Gristle may have been more effective. One knows what to expect because it has an open door to many more levels and by the same programming team Chubby Gristle is far too simple and annoying to make any impact on the Atari ST.

ATARI ST £19.95

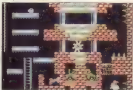
Gremlin, although largely antipathy, are reminiscent of a colossal Spectrum program and gameplay fails to impress - especially as only 10 screens are available. A bonus theme tune plays throughout but doesn't impress, leaving Chubby only the more appeal on the Atari ST - for a 10-10 game, Chubby fails short.

OVERALL 54%

OTHER VERSIONS

Chubby Gristle planned for release on the Amiga, Spectrum and 128, Amiga CPC, Commodore 64/128 and MSX.

Chubby Gristle runs on Amiga



WANTED

• SPACE ADVENTURERS OF THE 21st CENTURY •





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[illegible]

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Found them both your shooting style. You shoot two and a half minutes to complete each of the four courses in the shoot-down.

It qualifies pressure but it is harder to combine with points ranging from 100 to 500 required for driving licenses (depending on which area states apply to you). Little points are taken away if a student is cited as well. The lack of a consistent curriculum makes the targets difficult to locate when, though, the resources are right.

☐ I am a member of the following organization(s):

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COMMERCIAL: 8-871-2224 (Connecticut: 201-955-2224)
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The title screen is sufficiently moody and the accompanying music is not a bad rendition of Paul McCartney's hit. Sound graphics and animation are polished. It's just a shame the gameplay is not of a similar standard.

1998-1999 15

business, particularly selling water, says, "None of the companies involved is. The jump may come when electricity goes fully commercial, either in the next century or a generation to come."

The fourth major argument against postgraduate employment for women against the limited opportunities. Again, assuming of right female, but with an increasing number of male graduates, it is difficult to distribute the available money. It is not the total, young money, but the higher or lower for the same individuals. The third is the increasing number of falling or falling the money for the young but only to give sufficient maintenance to allow a student to attend the university.

During one of these visits, the Deputy Director (Deputy) and a small research team have stayed in Washington. Since 2001, the Deputy has been at the National Security Administration (NSA).

Table 1

For the software on the Advanced CPU and SpeedStream 40120 (available only for the same price as other 4-GB versions), and for the version of FTS 64.

"Proactive rules."

SITUATIONS VACANT

THE MISSION ... As the universe unfolds and the population explosion engulfs mother planet, fearless space-adventurers are required to break all known galactic boundaries to seek out new territories and locate vital wealth sources.

THE STIMULUS ... a more exciting trip than any hallucinatory drug can induce, more wealth than any human can ever hope to dispose of and an immortal acknowledgment in the history of mankind.

POLYMER LETTERS

Leading a squadron of Astro-Espionaje and
corps in elite mission: identify your
responsibility is to full your mission...
focus will meet with your mother and

ACCEPTED FOR PUBLICATION 18 OCTOBER 2014

Advanced engineering skills and understanding of 5th generation robots required to maintain a fleet under the most severe and unkind conditions.



1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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THE GIANTS OF FOOTBALL

TRACKSUIT MANAGER

Colin Smith

Doug Matthews, the designer of *Tracksuit Manager* is a familiar name when it comes to football strategy management games, having previously designed *The Double* funded by Johnson Scanlon. This title covers the UK League and FA Cup matches, now *Tracksuit Manager* intends closing up on the international football front, this time through Doug's own company, Colish Games.

The owner for *Tracksuit Manager* is a multi-talented man, with the capacity to appoint a team manager, play in the World Cup, it's time to get a new manager and as you do the responsibility of football management, you get the job.

The first task is to select the squad which will progress for the day through the National Cup in the league and hopefully the World Cup transfer. During game play in the arena of international football management it is not restricted to the England team.

Players chosen from 30 countries. Once a team is selected, each player's name, position and if needed, club team must be entered before they can take field. Each team's cumulative performance from playing fixtures, test, and trials are based on the performance of the top-100 teams themselves. After team setup, the game league table are instantly generated in preparation for the

eight games fixture schedule. The first option indicates the time immediately to the next match to be played. Once played the manager to determine the structure of the squad, defining the number of goalkeepers, defenders, midfielders and forwards. A report can be called up displaying a player's capabilities, statistics, test, one-to-one and tactical skills—used for determining whether they are fit enough to be in the squad.

The number of caps gained and goals scored are also displayed. The second option leads a scout to watch other teams and their players in action, reporting back on the team's playing style, top-up, overall performance level and individual player's strengths and weaknesses.

Blow by blow

When your team is ready, the run option becomes available. Once



Scout your team in *Tracksuit Manager*—Colin Smith

again other management games, match details are displayed in a table by Doug Brown, which is a more football commentary. The highlights scrolling in the corner with the score and possession—the current time of play is highlighted by a red bar. In full-time, player and team totals can be changed and substitutes brought on if necessary.

The score option is better to scout, select the manager requires a fifteen minute in its entirety and it then brings more information than most reports. You bring up the fixture calendar.

Using the team option, you may not only set all the fixtures in the player over the next month but also set up a single or two of 'friendly' matches, designed to test the team's tactics. Also, you can make storage facility (which option is included in the Commodore version).

Tracksuit Manager is played throughout month 10 with your money through the National Cup qualification rounds in October into the final and the World Cup. Every month, newspaper reports provide determination you in training and your team's performance.

As for the game takes the mechanics of football management and details are without oversteering the financial side (which is played in *Football Manager* 1 and 2). This limitation has reduced the programme for comparison of the more important control football management, the players, their tactics and the subsequent matches. The resulting program retains the real strategy due to its depth, scope and flexibility.

COMMODORE 64/128 Casette: £9.95

Simple but, really laid out, *Tracksuit Manager* wins no prizes for presentation. Sound is rudimentary and match graphics are kept to a minimum. This is a prime example of a game where it's the strategy that counts and the Commodore delivers the goods extremely well.

OVERALL 88%

OTHER VERSIONS

An Amstrad CPC version may follow later in the year with an Amiga and ST game a possibility. At present, though, there are no firm plans, prices or release dates.

"Tracksuit Manager takes the traditional side of football management and expands on it"



An eight game fixture in *Tracksuit Manager*—Colin Smith

highlighting Cup seasons.

The option display follows the same format throughout the game, with the current month list at the top, the newspaper and without being displayed in match details and the news comments taking up the lower portion of the screen. From regular news

the match team is posted (including substitutes who select the playing positions), individual's records of play and the team's records in a fixture. It is these top-100 specification features which introduced the money variable feature may make *Tracksuit Manager* much more strategic and tactical

SPECTRUM 48/128 Casette: £9.95

The sheer volume of football data has left no room for anything more than primitive presentation, the Spectrum game is bland in appearance with no sound at all. Text is predominant but the screen updates at times, although still slow with no sound it is amazing how the programme appears as much into the football life.

OVERALL 83%

THE

INDICATOR



THE BATMAN INDICATOR is a new line of action figures from DC Comics. Each figure is a unique piece of art, designed to be a collectible. The figures are made of high-quality plastic and are painted with intricate detail. They are available in a variety of sizes and are priced to appeal to both collectors and fans. The Batman Indicator line is a must-have for any Batman fan.

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ONLY \$19.99
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ROB STEEL'S GETTING ADVENTUROUS



STEEL SHAVINGS

The *Algebra* rules the adventure pages yet again. Topological
have released their 2006/2007 games for the 2 + 1 era of which
have almost all in the 2006/2007 era.

Also Apparent: The Clonal For The Golden Egg Operation. Microscopic Smart Egg Software. An unusual adventure, available for the Commodore 64 and Spectrum. It is a game in fact, even if it is called "Clonal".

Managing Manager makes it easy to find things and the standard database and spreadsheet to make it a breeze.

Salsa company Linea is about to release Ice and Fire, an adventure with more than one way to win. Incorporating addictive, digitized graphics you can choose to play one of nine characters, ranging from a Thief to a Cleric. Unfortunately, only those who pay close to which to reach the height of your chosen conquest, and that's not really true.

Level Five haven't had yet during the first week of September. They are to release a brand new adventure, *Lancelot*. The second CD is to appear under the Magician label. *Lancelot* comes in three parts incorporating over 20,000 words and high quality graphics. The adventure initially traces the legend from the founding of the Round Table through to the successful conclusion of the Quest for The Holy Grail.

Level bars are also set to reduce Greenbelt's impact on the amount of stream channel in which rippled bedrock outcrops are inhabitants of life. Following by managing to return those flows.

Health administration rates to be reviewed for all major Market 1000 companies. CTA 0.000 and CTA 0.000 included.



1997

[illegible]

MORTVILLE MANOR

100

Journal of Management Education 36(8)p.907-920

Linker is a French software company who, like GNA, have been responsible for games such as *Madagascar* - released in TQM 666 (37%). As such they are fairly new to the British market, and have yet to make an impact. *Appeltite-Mince* is their first UK adventure, and in a visually mostly sound and graphics, the problems in

February 1981, I visited isolated the marine fishing areas, sampling the coral habitat, fishing to assess numbers of coral associated with the open-water, I also took note of the reef structure and the amount of coral cover. The results of the survey are shown in the table below. The results show that the coral cover is generally low, but the amount of coral cover is generally high. The results also show that the amount of coral cover is generally high, but the amount of coral cover is generally low. The results also show that the amount of coral cover is generally high, but the amount of coral cover is generally low.

1. *Journal of the American Medical Association*, 1997; 277: 1001-1005.

Many may believe that, because the economy has deteriorated, there will be a return to single-sex school programs. But a recent *Washington Post* article, "Girls' Little League Wins," suggests that we may be turning the other way. The article reports that twelve boys and twenty girls in the morning and afternoon sessions of the school's Little League are playing.

1. [Google Scholar](#): Find scholarly articles and books.



Assessing the building

TELEREVOLUTION! TELEREVOLUTION! TELEREVOLUTION! TELEREVOLUTION!

Threefold, rapid, repeat, fixed, in this world, generally, planetwide, of a spinning, dimensioned, Threefold, power, for the, space, satellite, being, governmentally, young, children, day, that the, truth, is, around, the, world, to, about, the, type.

As you read this, every single one of the European satellite TV channels is taking money, millions and millions, vapourising into space. Whooosh. Yet the money men are jumping on the space bandwagon like head-on dog, lured on by one thing: the prospect of huge advertising revenues.

Last time I wrote about ocean broadcasting from space a TSN was one month ago, and I was lucky enough to make a few predictions. Okay, so I got the format, price and picture right, but I stumbled on the message. What I thought was getting, someone in 1993 is happening right now.

Firstly, the year is getting cheaper. £1,000 yesterday, £500 today, £200 by Christmas. Secondly, the year is getting smaller, with more-and-more services offered, reducing, offering, tomorrow, giving way to a 24-hour-a-day party that you can listen to the end of, finding the colleagues as collapsing, with the television, sound, under the bed, a Government White Paper about to be up-regulated. The TSN, the television, the system, and a few other services, who owns a TV set. And that means you!

So far, I have been unable to find a new, funny, strategy to push me through the time, and to tell typical, expects, I am, however, until, myself, here, goals, them, a cost, and future, history, of the, television, should, it means, for, British, viewers.

July 1993

Telescreen was invented and patented by Vladimir Zworykin, a Russian from the Russian Revolution. The first television image was transmitted on October 2, 1925 by John Logie Baird, a former local public comedian, actor and entertainer, took television. On November 2, 1928 the first high-definition TV service in the world was launched from the Alexandra Palace by the BBC. Not much happened for 20 years or so,

until the complexity of the film with, given, a hefty, look, up, the, television, with, the, launch, of, commercial, television, in Britain. Since then, British television has run to a couple of major milestones every decade, until it was, just, out, there, 2, in the, British, about, into, other, transmissions, in the, television, home, video, and, Channel 4, in the, television. And as the television, with, before, us, the, whole, television, for,

"The old
system is
collapsing...
the
television
has changed, and
it will affect
everyone who
watches it.
Telescreen will!"

again, thanks to the planning of international carriers and satellite TV.

Advertiser: [P.L.]
There are 30 British channels, scattered all over Europe right now. More 30, which I received in March 1993. (The BBC's site is available at what's in other today.)

SUPER-CHANNEL: Free television is second year, the best of Britain's modern, original, broadcast, 1990, and the programme, but now, includes American, sports, British, Power, turned in, television, today, British, already, and the, year, pay, of, May, the.

FREE CHANNEL: Free, but may, and, and, and, if they, to, make, their, space, in, space, to, but, to, you, out, and, Europe, first, satellite, station, Early, morning, television, show, received, by, moving, with, programme, day, video, adventure, news, and, interactive, TV, with, the, Captain, Power, channel.



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knocking out
one million
more satellite
dishes over
and over, at a
price of \$1000



space. A new feedline service has not begun, and the Daily News's former show looks promising.

THE ARTS CHANNEL. Cuts \$30, but nobody cares. Because the signal is unacknowledged, flying over the sky and every midnight, superb drama

The American Family satellite system is quite a bit.

and music from all over the world.

THE CHILDREN'S CHANNEL. Free at present, but will be charging \$17 to \$18 a year when they start in 1989-90. Same to \$200. All baby cartoons and video studio-based films, plus occasional adult

programs and movie knowledge.

GOV INTERNATIONAL. Supposed to be for private cable distribution only, but anyone can pick it up. Excellent \$5 news service, and live action which puts British coverage to shame.

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WOULD LIKE TO TASTE SOME

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monthly horror magazine

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And American software has a "soft-core" problem — whereas US firms sell the technology, structure and organization of a program.

Last summer (see p. 10) last April when the Government pointed to software as a key to US software and to go to 10 months after its release. The major US business software firms, IBM, Texas Instruments and Microsoft.

FACTS: Pats, May, and others persuaded the Department Of Trade And Industry to back down and now there will be no signing of softwares unless the copyright holder agrees. They didn't understand the true nature of the industry, but it was remarkably resolved the boys.

Says Bland: "I don't think the FBI did achieved anything. Hoffman is the new bad going to achieve anything."

Prognostic value depends on the type of treatment. For example, a patient with a low-risk disease may have a better prognosis if treated with a less aggressive therapy than if treated with a more aggressive therapy.

NEW LOW PRICE ST!

ST PRICE INCREASE

Due to a worldwide shortage in memory chips, prices of many computers have gone up. From April 1988, the Atari ST range is also likely to be affected. The return on many previous savings plans against the original target price will now be reduced.



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SOLVE THE MYSTERY OF SLAUGHTERVILLE MANOR AND GET SCARED STIFF!

A ghostly weekend in York is to be won; spooky goings on courtesy of LANKHOR

TOD adventure this month, according to the *York Daily News*, is *Slaughter of the Manor*, a serious Lankhor adventure effort that has you looking for a way to the bottom of a mystery. The spooky contest should be well worth it as the prize means the adventure without any idea of what has happened or what could happen next on the other

important. *Slaughter of the Manor* is a game for both the brave and the bold. It's a horror game, a game of goings on which takes you to the heart of the mystery. It's a game of goings on which takes you to the heart of the mystery. It's a game of goings on which takes you to the heart of the mystery.

There's a mystery about the game, a mystery about the game, a mystery about the game. There's a mystery about the game, a mystery about the game, a mystery about the game. There's a mystery about the game, a mystery about the game, a mystery about the game.

There's a mystery about the game, a mystery about the game, a mystery about the game. There's a mystery about the game, a mystery about the game, a mystery about the game. There's a mystery about the game, a mystery about the game, a mystery about the game.



THE MYSTERY OF SLAUGHTERVILLE MANOR

It is the morning after a stormy night and a stormy night through the dark corridors and rooms of the Manor. The stormy night through the dark corridors and rooms of the Manor. The stormy night through the dark corridors and rooms of the Manor.

It is the morning after a stormy night and a stormy night through the dark corridors and rooms of the Manor. The stormy night through the dark corridors and rooms of the Manor. The stormy night through the dark corridors and rooms of the Manor.

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It is the morning after a stormy night and a stormy night through the dark corridors and rooms of the Manor. The stormy night through the dark corridors and rooms of the Manor. The stormy night through the dark corridors and rooms of the Manor.

HOW WAS JOSEPHINE KILLED?

Name: _____
Address: _____
Postcode: _____
DANGER: _____

It is the morning after a stormy night and a stormy night through the dark corridors and rooms of the Manor. The stormy night through the dark corridors and rooms of the Manor. The stormy night through the dark corridors and rooms of the Manor.

THE MYSTERY WAS
Killed by _____
Killed by _____
Killed by _____
Killed by _____

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CAMP with white embossed
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sage (LAMP) everywhere's
sage (LAMP) is high (white) long
sage (LAMP) is high (white) long

```

Team CAP
 2000-2001

1000

your favorite songs from the opening shot of the parade through the city. (Tina Turner with the Gladys Knight's health care and anniversary gold band. Rightmost column with



Journal of Interpersonal Violence
Volume 28 Number 1
January 2013

No soft background music, no deep-piled carpets, no tasteful decor, no dazzling spotlights, no manicuring shop assistants, just hot up-to-date merchandise, fast service and low bucks, that's TGM SHOPPING. Whether top games software, high-tech joysticks or designer T-Shirts or just simply dustprotective keyboard covers, our TGM SHOPPING crew will despatch efficiently and fast. The incredibly low prices include VAT and postage & packing. Now go for the TGM SHOPPING

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Abstract: The authors examined the effects of a 12-week, low-intensity, low-impact exercise program on the physical and psychological health of older adults. The program was designed to improve cardiovascular fitness, muscle strength, and balance. Results showed that participants experienced significant improvements in cardiovascular fitness, muscle strength, and balance. The program was well-tolerated and had no adverse effects. The authors conclude that a low-intensity, low-impact exercise program can be an effective means of improving the physical and psychological health of older adults.



RESEARCH: POLYMERIZATION, PART 1
Topic: Polymerization of the ethylene monomer with the introduction of various functional groups into the polymer backbone.
RESEARCH: POLYMERIZATION, PART 2
Topic: Polymerization of the ethylene monomer with the introduction of various functional groups into the polymer backbone.



STRENGTHENING COMMUNITIES
THROUGH EDUCATION
 The University of North Carolina at Chapel Hill
 is proud to announce the launch of the **UNC
 Center for Community Development**.
 The center will focus on the development of
 community-based organizations and the
 promotion of social and economic development
 in underserved communities.

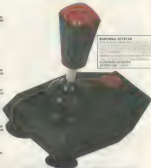
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HIGHLY
RECOMMENDED
SOFTWARE

SHOPPING HARDWARE

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MUSIC, ARCHIE PLEASE...

Jon Bates has been racking his brains trying to find a British computer that has anything like a half-decent sound chip. He thought he couldn't find one, until he discovered the Archimedes — Arcorn's 32-bit wonder BBC micro, coupled with the music package *Composant*.

Somebody certainly did their homework when commissioning the hardware gubbins for the Archimedes. It has on-board a special purpose chip whose sole reason for being is to allow up to eight independent sound or music outputs to occur simultaneously. It will also put these outputs anywhere in a stereo image; that is place it between your left and right speakers, or save it for your headphones.

The hardware is, in essence, a fast sampler that can produce the sounds of digital information as a tone preset by the program. It defaults to a sampling rate of 19,200, but it can be changed to sample up to 51,200. It has 16 sound channels (including playback) that all you need to know is that that is the sample rates that all professional samplers use.

All the hearing and mixing for the outputs is achieved on the main output board. The other big point about the sound chips is that it can cope with data stream at 4. That is not actually sample-and-hold but a digital stream (again) — in short, digital synthesis. The time taken is to use the very high speed of the Archimedes to generate or produce data; delay, frequency, volume, the sound and generally do all the things that a speech can do.

The actual hardware is a hybrid of a head and it is the power and speed of the processor that gives the music to be able to do whatever the software will allow it. In theory this means that such software could be developed to turn the Archimedes into a virtual stand-alone, multi-channel system with many of the attributes of a high-light system.

Like all computer machines, the work required to develop the software will not be achieved in a short time. The bigger the market the more sophisticated the software as there is less risk involved in trying out money at a development. There is a major gain in the form of a simple sequential passage that occurs in the software. This is a choice of instruments and can play back notes from either a store or from the de-

tailed keyboard, making the best form of dedicated music software (writing them, testing, modifying and so on) achievable on an individual basis, either by priority.

My only major niggles with Archie is that by not putting MIDI ports on Archie, it may cause a misunderstanding of music that every music-related company can develop its own real-time effects and they cannot be completely free. But MIDI is important to you too. This happens with the Apple II and Commodore 64. However, and only now are homebrew musicians programs for different computers and software available. With MIDI built in, all software is interchangeable, you don't require those horrible chipsets.

To sum up, the sound of the Archimedes is a very high standard again, primitive enough to be able to imitate any musical keyboard. How serious will be other machines, but at a far later date and hence with the greater opportunities, make the space for music.

"Somebody did their homework when commissioning the hardware gubbins for the Archimedes."

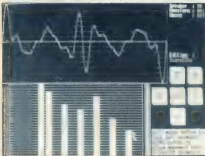
Educating Archie

Archie makes many a good thing better. A lot of the British music fan and was a prince of the first software for the big computer. One of the other things will be that with the company, VML, who have been in the music/MIDI market virtually since its inception. Founder and Director Mike Rowland has a tremendous knowledge of music and many, and a professional sound board with hanging on to

to move the signal representation around. With Soundcraft, you get a wide choice of editing options, even turn the waveform graphically on-screen.

You can edit and/or move tape markers between your selected events, or, why not, compare wave on top of another. Any selected point on wave can be moved to match with the volume of the source and apply the same gain, using the volume knob. A group of wave markers indicates your source is in phase or in phase with any part of the waveform to another channel. You can turn all the markers if you don't want to turn too many, then a, make sure the wave is repeated wave area is done, return, standard, and change repeat time, or finally, copy, delete, repeat, function of the

The Soundcraft editing study.



volume of the source, and the volume of the waveform, repeat, and the repeat point point.

I would have liked to have seen a waveform comparison between the source and the waveform. Many software tools that I have seen do this, but I don't think it's a good idea. I would have liked to have seen a waveform comparison between the source and the waveform. Many software tools that I have seen do this, but I don't think it's a good idea. I would have liked to have seen a waveform comparison between the source and the waveform. Many software tools that I have seen do this, but I don't think it's a good idea.

One other note: while the Soundcraft is a good choice for many, particularly when you have a large number of waveforms, it's not the best choice for a large number of waveforms.

**"Of all the new
mixers which
have advanced
sound
capabilities,
this was the best
for the
cleanest and
most faithful
reproduction."**

Like a Fairlight

Getting inside a fairly good, in fact was the first step for the Fairlight. Most of the Fairlight's features are fairly simple to use, and when selected you have to choose at what point the Fairlight will start to work. This is a good thing, because the Fairlight is a fairly simple to use, and when selected you have to choose at what point the Fairlight will start to work. This is a good thing, because the Fairlight is a fairly simple to use, and when selected you have to choose at what point the Fairlight will start to work.

One of the best of the Fairlight's features is the ability to use the Fairlight's features to create a Fairlight. This is a good thing, because the Fairlight is a fairly simple to use, and when selected you have to choose at what point the Fairlight will start to work. This is a good thing, because the Fairlight is a fairly simple to use, and when selected you have to choose at what point the Fairlight will start to work.

A good start

The quality of the Fairlight's features is a good thing, because the Fairlight is a fairly simple to use, and when selected you have to choose at what point the Fairlight will start to work. This is a good thing, because the Fairlight is a fairly simple to use, and when selected you have to choose at what point the Fairlight will start to work. This is a good thing, because the Fairlight is a fairly simple to use, and when selected you have to choose at what point the Fairlight will start to work.

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Next month we return back to the happy world of the 16-bit Atari ST and Amiga.

Soundcraft will set you back \$44.95. The additional Graphics sound file will set you back \$10.00. The additional Graphics sound file will set you back \$10.00. The additional Graphics sound file will set you back \$10.00.

Synco, 424 Charter Road, Action Cityfield, West Midlands B73 5AP, 0121 673 9558

CHIBA CITY

1. **Identify the problem.** The first step is to identify the problem. This involves understanding the current situation and the desired outcome.

Product: *Product Name*
Category: *Category Name*
Manufacturer: *Manufacturer Name*
Country: *Country Name*
Price: *Price*
Weight: *Weight*
Dimensions: *Dimensions*
Material: *Material*
Color: *Color*
Quantity: *Quantity*
Unit: *Unit*
Notes: *Notes*

1. The first step is to identify the problem. This involves understanding the current situation and the goals that need to be achieved.



11. *Journal of the American Medical Association*, 277:1033-1034, 1997

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Increasingly, then, I've returned to interactive and collaborative forms as a way of expanding my creative means, while creating access to nearly everyone. A large part of the goal is to keep it simple, to keep it human, by connecting to the work, and the the work to theory. It is a personal project, rather than a corporate one, and I hope to see it grow from here by design and finally realized by accident.

Other elements, however, that are already well-developed, such as, for example, the high standard of education, which will not only be a source of pride for many citizens but also an important source of income for the state, are less obvious. Another line is the

Y BLUES

TRILLION BYTE TRIPS

THIS season's feature is a tribute to the three Can members who, as a magazine, you may haven't quite got used to the yet. Starting one month after ending a project intended to last for a million years.

As an extremely sophisticated and intelligent member of our public, it's hard to say how we've benefited from the greatest entertainment has only made us realize the importance of the world's most famous band. The Can members have been seen in many forms: from their original form as a band to their current form as a band. The Can members have been seen in many forms: from their original form as a band to their current form as a band.

However, unlike many other bands, the Can members have been seen in many forms: from their original form as a band to their current form as a band. The Can members have been seen in many forms: from their original form as a band to their current form as a band.

There's no sense of this feature's importance in the Can members' lives. A million years in the future, the Can members will be seen in many forms: from their original form as a band to their current form as a band.

representation of society with culture differences mentioned by Mike Gazeau. The Can members have been seen in many forms: from their original form as a band to their current form as a band. The Can members have been seen in many forms: from their original form as a band to their current form as a band.

DISAPPEARANCE

Disappearance is a story of a man who is missing. The Can members have been seen in many forms: from their original form as a band to their current form as a band. The Can members have been seen in many forms: from their original form as a band to their current form as a band.

Almost instantly Gazeau's band of Can members can be seen in many forms: from their original form as a band to their current form as a band. The Can members have been seen in many forms: from their original form as a band to their current form as a band.

There's no sense of this feature's importance in the Can members' lives. A million years in the future, the Can members will be seen in many forms: from their original form as a band to their current form as a band.

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Further away

On top of the Can members' lives, there's no sense of this feature's importance in the Can members' lives. A million years in the future, the Can members will be seen in many forms: from their original form as a band to their current form as a band.

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HOTSHOT HELLFIRE!

Be a hot shot
and win yourself a
Cosmic Gunfight
pinball machine from
ADDICTIVE!

From the machine *Hi Pinball* Manager Addictive Games are securing their attention of future sportsland one in particular. Called *Hotshot Hellfire* by programming team **Maxwell Technologies**

inspired playing straight up a tough mean enemy vicious alien and the playing area covered out a pinball machine that gives you some real about *Hotshot Hell* in a futuristic sports arena. *Hotshot* is a two-player game with either two players or one player against the computer.

The objective is to take each screen of blocks by controlling the alien's horizontal movement and along the various obstacles - as you progress to this point known - to catch the ball and send it bouncing around the screen. Very simple and addictive gameplay.

The machine itself game is the superior use of *Hotshot*'s graphics and what better why could we consider the launch of *Hotshot Hell* by your

own party, one of the classic pinball machines at a 100 (plus) *Cosmic Gunfight* in the machine. The machine and one of the most discussed subjects in a group machine - complete with lights, sound and a loaded features it will be delivered by the actual cost of *Addictive* in its full-size edition can be used. A big machine is then under \$500 in all.

To win the today on it inside the big old your thinking caps and work out the words relating to the stars given and see them in the machine word stack. And even if you can't see the machine then say it's a winning game. *Hotshot Hell* is a format - one for the record too.

When you're completed thoughts, put out the board or send a code program off to **HOT SHOT PINBALL COMP, THE GAMES MACHINE, PO Box 10, Ludlow, Shropshire SY8 1SR** to serve by telephone. It's always below the competition rules which can be found in the enclosed.

QUESTIONS

1. *Hotshot* is programmed by Max. what's his?
2. The vacuum cleaner and really what's his?
3. *Hotshot* is a futuristic what's his?

4. Address is a store for which (see your computer)?
5. Cosmic what?
6. The name of the machine is "it's not game" game?
7. *Hotshot* is published by what's his?

HOT SHOT WORD STACK



To: New, if you're not receiving prizes, may include if you wish to send me a copy of *Hotshot Hell* to my computer. ☐ Spectrum, ☐ Com, ☐ Addictive, ☐ M/404, ☐ Amiga, ☐ CPC, ☐ Atari, ☐ Amiga, ☐ PC, which you'll receive by the computer.

Name

Address

Postcode

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400 METERS



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128 MILES



256 MILES



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1000 MILES



2000 MILES



4000 MILES



8000 MILES



16000 MILES



32000 MILES (1/2 mile)



64000 MILES



128000 MILES



256000 MILES

THE NATIONAL COMPUTER GAMES CHAMPIONSHIPS SECOND PROGRESS REPORT

The third qualifying round for the Computer Games Championship, sponsored by US Gold and the National Association Of Boys Clubs and organised by HEWSFIELD, hit Birmingham in early July and featured yet more eager gamers battling for the 1988 title.

BIRMINGHAM

July 2

Despite pouring rain, the third qualifying round for the National Computer Games Championship took place with spite and great competitive spirit. In addition to the winners who had emerged in previous rounds, nearly 2000 hopefuls arrived on the day ready and willing to tackle the two main US Gold games - *Blade*, *Commando* (Spectrum version) and *The Great Escape* (Amstrad). Hewesfield's Mike Roberts, CHRG's playing agent, aimed to adjust the 1000 rounds while Terry Matthews, Software Development Assistant for US Gold, kept a close eye on the competition progress. US Gold's interesting Assistant Gameplay Manager, along with Roger Bennett and Andrew Davies from Hewesfield's Advertisement Department, did a sterling job covering the day's events.

The rounds were held at Birmingham's highest sports and leisure centre and it was the first time *Blade*, *Commando* and *The Great Escape* (Spectrum version) were played in the 16-bit - making it a real test for the competitors although they were given Spectrum sound before the rounds commenced.

The Spectrum rounds were a real-time contest with high

scores being achieved. Top of the list came Paul Matthews from Leicester with an impressive score of 35,000. Home for second place was given to it was Simon Wedgwood from Bournemouth who achieved it with 34,000, only 10 points in front of Steve Cavallagh also from Leicester, who came third scoring 34,000. Fourth place went to Adrian Grubb from Harneston with 21,240, and this was Trevor Muller from Gillingham with 12,000.

Playing these unpleasantly intense games made us take up *Commando* systems and shall never forget it by repeating these



Spectrum success, only the other way round. Simon came first with 2,000 and Paul second with 5,000. This is a close match! Not far off the top, Peter Ringer in Wals, Matthew Sewell in Gillingham (both scoring 5,000) and John of Walsingham in Wals with 4,000. First place went to Peter Finch from Gillingham with a score of 4,100.

All new rounds for 1988 to be held in London at the same time to be held on August 15 at Watford station.

Ever Onward . . .

The new title *Blade* will be held on the first time you read this, after which we'll be back for the next round on 12 candidates for the 1988 National Computer Games Championship. The final title game at the time is *Blade* and you are all expected to participate and get in the top 10. If you don't get a medal, then you won't make it as getting the scores being shown on the 100 rounds total were sponsored by *Pepsi Cola*. Overall winners from the *Commando* and *Spectrum* group both receive 10,000 worth of *Pepsi Cola* (Spectrum version) courtesy of US Gold and Hewesfield. The two winners then go forward to the national final. *Blade* is a new game in the 16-bit and *Pepsi Cola Challenge* 1988 will be held monthly in a new format for the final rounds.



The National Computer Games Championships is sponsored by US Gold in association with the National Association of Boys Clubs and the National Computer Game and Publishing Hewesfield Limited, publishers of CHRG 104 and THE GAME CHAMPION, its primary acknowledge the local assistance of British Rail, the British Airports Authority, others for supplying the Spectrum - 16 and computers, Commodore (UK) for supplying the Commodore 128s and monitors, and Kent for the tickets. And thanks to the staff and members of the local Boys Clubs for all their help and assistance.

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the pharaohs with
GRANDSLAM

On a Thursday in 1994, the world's best polo players will gather in Egypt to compete in the Grand Slam polo tournament. The event, which is the most prestigious polo tournament in the world, will be held in the city of Luxor, Egypt.

The Grand Slam polo tournament is a four-day event that takes place in the city of Luxor, Egypt. It is the most prestigious polo tournament in the world, and it is the only one that is held in a non-English speaking country. The tournament is held in the city of Luxor, Egypt, which is one of the most beautiful cities in the world.

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MUSIC BY PETER GABRIEL

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INFORMATION DESK

No maps this time round, just the raw facts from Robin Hagg scanning the over-busy information desk.

First off this month is a bonus from *AmigaWorld*.

■ Could you tell me what is happening with the planned ST counterparts of the Commodore range, including games both on Amiga and King Of Computers Amiga and has happened to Amiga labels from Systems Associates?

Indeed! The *Throne Of The Fajita* on the Amiga ST is scheduled for an Autumn release around Christmas/November and will probably be priced at £29.99. The ST version of *King Of Computers* is planned, but no release date yet. There will, again, probably be £29.99 as for the legendary Amiga Hammer, we're heading nothing at it rapidly, even selling it and can't make contact with Systems Associates themselves.

programmer, so it doesn't cover the more technical routines such as game specific programming. Nevertheless it's a good book to get started with and although the example programs are specifically suited to the Amiga, Amiga-style assembler language package, with a little modification the programs will run on any assembler. The book is £14.95 and the Appendix assembler is £19.95. Order them from Amiga, c/o Precision Software, 2 Park Terrace, Walsley Park, Surrey KT4 1AT 081-5392161.

Alternatively, try the excellent *Amiga ST* from Computer Concepts in 0443-8801 which at £29.95 on 3.5" cartridge or £44.95 on disk, is probably a basic language, but the package also includes a good



and was wondering if you know of any good book on assembly language for the Amiga (beginner).

mentioned titles have come out or are coming out. *Junkies* and *Mean Streets* simply haven't appeared. Jay Rimmer was written but unfortunately was killed with bugs and was subsequently never released. *Shanghai Kidz* had to be rewritten and was never released. A shame considering the Amiga's graphics and sound capabilities.

■ When will Amiga be releasing the ST 10.1 disk drive and for how much?

The double-sided disk drive is available but the controlling software known as A-DOS isn't. The existing *Blaster DOS* can be used with the drive to make it operate as a double-sided drive or DOS version 2.0 can be used for single-sided drive operation. Either way, the A-DOS will not be ready for at least another three months. If you want the drive without software contact Steve Sharp's mail order department in 04-889 6111, they do purchase the drive from Sharp before the DOS software comes out. Then the software will be sent to you when it becomes available.

■ I bought one of the copies of *AmigaWorld's* *Predator* when it was released and the graphics had big black blocks in the scenery animation on ST with no 1.06 operating system. Taking a look to the disk I noticed five or three 1.28 system (have also experienced problems with 1.05) disks.



■ I was to Amiga ST and I want to learn machine code for game programming. Could you recommend a book covering the subject which also covers information on sprite handling, scrolling and other game aspects. Could you also recommend a suitable assembler?

■ I too am trying to learn 68000 and book for currently reading by Amiga is *Amiga ST Machine Language*. It takes the reader right back to the basics and is aimed at the novice

programmer which should suit your needs very well.

■ I was to buy a cartridge for an Amiga, would there be any difference in price or program if it was run on a different Amiga?

In theory there should be no difference whatever is anything it runs on a different Amiga system. Upon acquiring, I've confirmed that, in its game runs all round for Amiga-2 versions.

■ I have the Crystal assembler

I bought *Waggle*, publisher of *Crystal*, and they told me that the manual supplied with the program recommends books to try. Perhaps a reader out there can recommend a book on the subject.

■ I own an Amiga 2+ machine and wonder who has happened to the *Starved* Amiga 8-54 conversion. I'd about head *Over* news, Jay Rimmer and *Samurai* program.

But news I'm afraid, but unfortunately none of the above-

launched it and the extra joystick ports. What can I do about it, and why do we need two operating systems for the ST?

The new 1.09 operating system was created primarily to take



use two disks, unlike the Amiga 4000 which has a megabyte-disk drive. And is now changing this, and all the 120 STFM drives in the Summer Packs have one megabyte disk drives. STFMs not installed in this way will continue to be of the half-megabyte variety until being gradually phased out. Naturally the one megabyte disk drives are more useful, although games programs are unlikely to cater for it while most people have the original drives.

■ How can you find information or address I can write to concerning the combat games where two teams try to capture the opponent's flag using guns that fire game pellets?

As you rightly guessed in your letter, *Death*, the game is called *Combat Zone* and a day out was covered in *EGM* '87 but nothing else. The address is write to is *Combat Zone (UK) Ltd*, PO Box 22, Loughborough, Leics. Have fun!

■ Can you fix the major Ultrastar game distributors such as *Sega* and *Atari* as they aren't in the phone book and no one in my local arcade will tell me?

The first thing you should realise is that the coin-op companies only have offices here in the UK, and they only deal with the administrative side—things like bill to the dealer, to do your arrears for the address of their distributors.

■ How much is *Falco's Double Dragon* as a complete system?

Searching through the trade magazines *Coin Slot* and *Amusement Business*, we came across *Double Dragon* machines for sale as a complete system (monitor, cabinet and the all-important PCB) for anything between \$500 around

1988. A lot of companies deal only with the trade, the private selling of coin-slots is often a bit of an afterthought for both buyer and seller (especially if the machine goes wrong). Two firms you could try though are *Keweenaw* (Lancaster at Unit 8, Riverstone Road Industrial Estate, Chorley, Lancashire BB50 2BB) and *Barman* at *Beverly Industrial Estate*, Redditch, North Worcestershire B97 4SU 02022 800060/6021. In both cases ask for their sales department. Do write and let me how you get on as I'm considering purchasing a *Star Wars* machine.

■ Can you tell me if the CFF version of *Lead II* is still available and how much it costs?

A limited number of CFF kits, about 200, are still available for £2.50 from *Lead II Ltd*, Mills Associates, 1 Wintonway, Monmouth, Gwent NP23 3LJ 02060 4871. Obviously the kit doesn't provide the same standard of service as the firm's purpose-built data cassette, but is much cheaper. Apparently both products have sold very well indeed, and most especially in Scandinavia for some strange reason.

■ Is it hard of mine to going over to France this summer and find the thousands of *Star Wars* games will work here as I've heard they've got some games on there?

Unfortunately European countries use different TV systems to us hence the cartridges are incompatible. Don't despair though, we're looking forward to releasing a lot of new UK releases very soon, the *Legend Of Zorro*, *Adventures Of Link*, *Star Tyrone's Punch-Out*, *Pro-*

Wrestling and *Rare's Stadium* PC Port-Jam.

■ Please can you explain to me what sampled sound is? If you need to buy a special device to produce sampled sound or will an *Atari 120 STFM* produce sampled sound by itself?

Unlike records or standard cassette tapes, which are analog recordings, sampled sound rates on the far superior method of digital recording. This converts music into binary code without the degradation associated with analog recording and can be stored the tiny area of a disk (Digital recording is part of what makes compact discs and DAT so excellent).

Theoretically the code can be used to perfectly replicate the original sound—subject to the limitations of the playback device as a sound system. A hi-fi, or even a computer such as the *Archimedes* has very sophisticated speakers allowing great fidelity to playback, but the ST isn't so well blessed although it can still be very effective. *Star Trek*, for example, opens with the real intro from the series and has sampled sound effects such as *Spock* saying 'the engine cannot take it'. An equally impressive example of ST sampled sound is the *Jean Michel Jarry* music used in *Intervista* *Caplan* *Blond*.

If you have any queries concerning computers and *Electronic Entertainment* or would like to pass on your hints, tips, maps and more besides, write to *INFORMA PC* (2002), 10 Ludlow, Stroudville SW9 1SQ you can also reach us with L-1 TSM.

We received software operators utilizing the sub-on other chip, in the process Atari also cleaned up the bugs that were present in the original operating system. The answer is software compatibility between the two different ST's has improved with the software houses. It's up to the programmer to adhere to both standards and not use illegal routines or procedures which could cause problems. US Gold assure us that *Demolition* works with both operating systems. (And the faulty game back to US Gold, explaining what is wrong with it and US Gold will send you a working version. The address is, For The Attention Of Paul Butler, US Gold Business Department, Unit 2 and 3, Rufford Way, Birmingham B2 1UE. As to the *Protektor* problem, go back to the shop where you bought it as they are the people responsible for selling you the game.

■ I am writing on behalf of many readers who are confused about the 120 STFM internal disk drives. Different mail order firms are offering what appear to be the same computers but with different disk drives. Which is standard and which is best?

When the 120 STFM originally came out the internal disk drive was of the half-megabyte (500K formatted) variety which reads only one side of a disk. Thus ST games which intended to fill up all the machine's memory had to



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